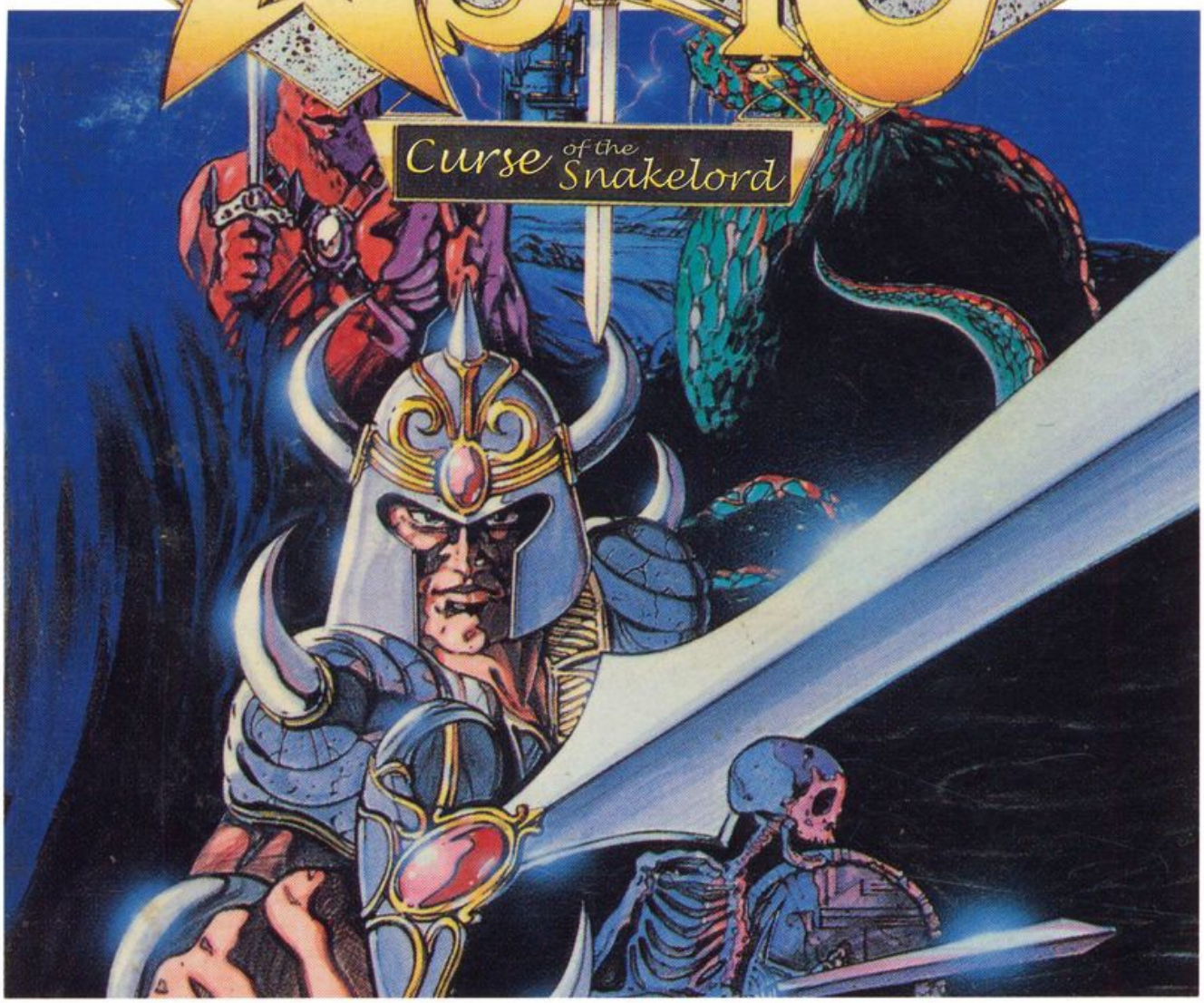
ASDIC

Curse of the Snakelord



DISK SYSTEM

BOTHTEC

Table Of Contents

Story 1

How to Use 4

Controlers Use 6

Comand Mode explanation . . 10

Fight Mode 12

The world of Aspic 14

Items 22

Monsters 24

Let's go, start the adventure! . 32

Disk Management Precautions 34

Error messages 36

Story

To remove the curse from the princess, Samson searched for the Book of Truth, but he's returned. However, the princess isn't in the castle. Three days prior, a wizard from Suna came to the castle and declared, "I can remove the princess's curse with my magic." He departed for Suna with ten soldiers and the princess.

Yesterday, a terrified soldier arrived at the castle and informed that the wizard did uncurse the princess but wouldn't bring her back.

Instead, she's offered as a bride to Aspic the Snakelord and will live in Makai against her will. The soldiers who tried to rescue the princess, except for the lone survivor, were slain either by Aspic or by Suna's intense heat.

The survivor said, "I was the only one who survived. No living human could survive Suna's heat. We had no time to lose before the princess was taken to Makai. The one who holds the Book of Truth must go to Umi and..."

After that, the soldier collapsed. The king asked Samson for his help: "If you can rescue the princess, I'll allow you to marry her." This brings vigor to Samsom.

The story begins here...

How to Use

■Let's get ready for the adventure.

Connect the Famicom adapter, RAM adapter and Famicom drive properly. Then, press the POWER button. When the Mario & Luigi screen appears, insert the disk with Side A facing up, but be careful with both sides. If the screen doesn't display properly, re-do the settings in this section.

After the "NOW LOADING" screen, you'll see an image like the one on the right. If you see an "A B SIDE ERR. 07" message, check Side A and Side B, then insert the disk with Side A facing up. When the image like the one on the right shows, press START.

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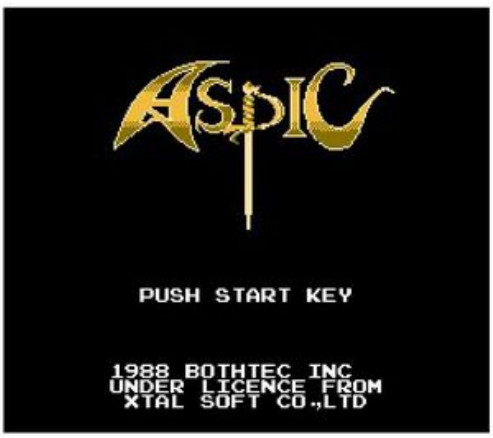
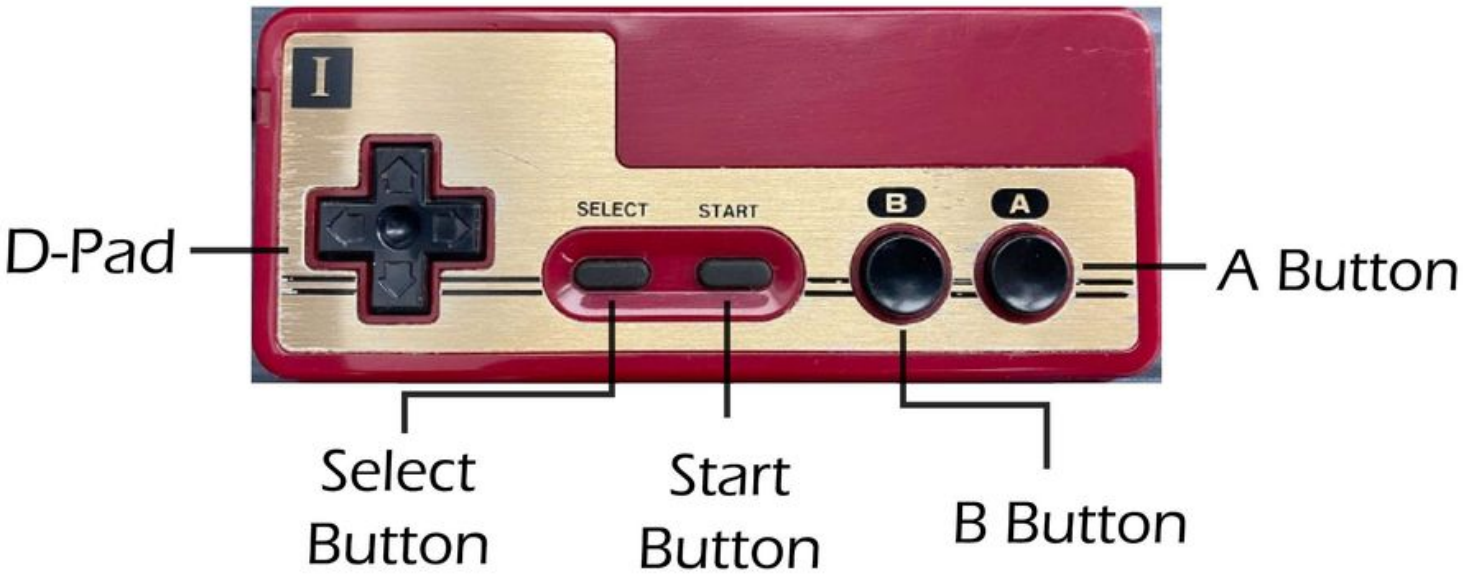
Here comes the Mode Select screen. If you see any error messages, refer to Page 36 on this manual.



Come, your journey is about to begin!
If you want to begin your new journey, select START. If you want to continue from a previous saved game, move the cursor to "CONTINUE" and press the A button. The game begins now.

Controlers Use



While on the Surface

- D-Pad, Use the following to move your character. Press Up Arrow to go north, Down Arrow to go south, Right Arrow to go east, Left Arrow to go west.

- Select Button Opens the Command Menus
(Go to Page 10 in this manual.)

- H.P = Hit Points, your characters' stamina. It will decrease when you receive damage. If your H.P reaches zero, your character will die.

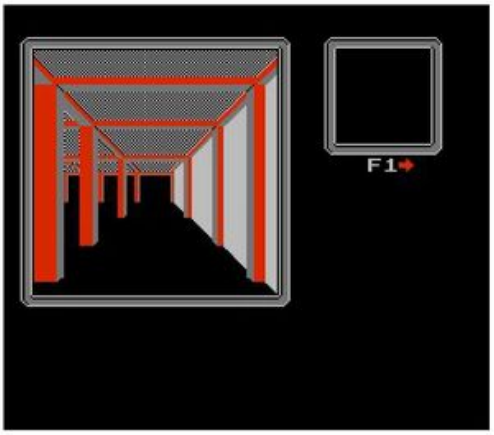
- M.P = Magic Points. Using magic reduces your magic points. Going to springs to recover you magic. When fighting against monsters that use magic, Samson's M.P will increase when the monster is defeated. Other characters' magic can only be increased by spending gold.

- EXP = Experience. This is awarded when winning battles.

- POW = Power. The more power you have, the stronger your attacks become. It will increase by one whenever a certain number of EXP is reached.

- LIM = Stamina's limits. Your can improve this by spending gold.

While inside Buildings



- Press the UP arrow to move forward. Pressing left, right, or down will change your body's orientation.

- A-Button
  If there's a hole in the ceiling, your can jump in. After jumping, use the D-Pad's up arrow to go to the next floor.

- B-Button
  The B-Button works the same way as the D-Pad's UP arrow.

- Select Button
  Opens the Command Menus

When Facing Enemies

- You can move your characters with either the Left or Right Arrows on the D-Pad. If you press the UP Arrow, Samson will jump.
  You can also jump upwards diagonally. Samson is the only one who can lie on the floor with the Down arrow while fighting.

- A-Button attacks with your sword.

- B-Button attacks with magic, but only if you have enough magic points.

- Select Button changes the fighting member.

You can read about battle commands in Page 7 of the manual.

Command Mode Explanation. When you're either on the surface or inside a building, you can open Command Mode by pressing the Select button. There are five commands for you to choose from. Move your cursor with the D-Pad and press the A Button to confirm.

Pass

Resume walking conditions without doing anything

Item

You can select and use an item you are carrying. When you do this, your current items will be displayed. Move your cursor with the D-Pad and press the A-Button to confirm. Use the B-Button to cancel.

Fire

Use this to fire your team members. When you choose this, your allies will appear on the screen, and you can select home to fire with the left or right arrows. Press the A button to confirm or the B button to cancel.

Memory

You can save your progress up to this point. If you do this inside a building, you'll start at the the entrance when you return. However, your saves will be erased if the unit is turned off. You can return to your game by selecting Continue on the selection screen.

Save

You can can save your progress up to this point. If you select Save, your data will be saved and won't be lost if you cut off the unit's power. Select "Continue" on the selection screen to resume your game.

Fight Mode

The battle screens are called "Fight Scenes". During your game play, enemies will appear, and you can decide what action to choose from: Fight, Talk and Run. Move the cursor to select, and press the A Button to confirm.

Fight

When your party members are displayed, use the D-Pad to select who'll fight. Once you've decided, press the A Button to confirm.
If you have no allies to fight with or all your allies are dead, Samson will attack automatically. You can change whoever attacks by pressing the Select button.

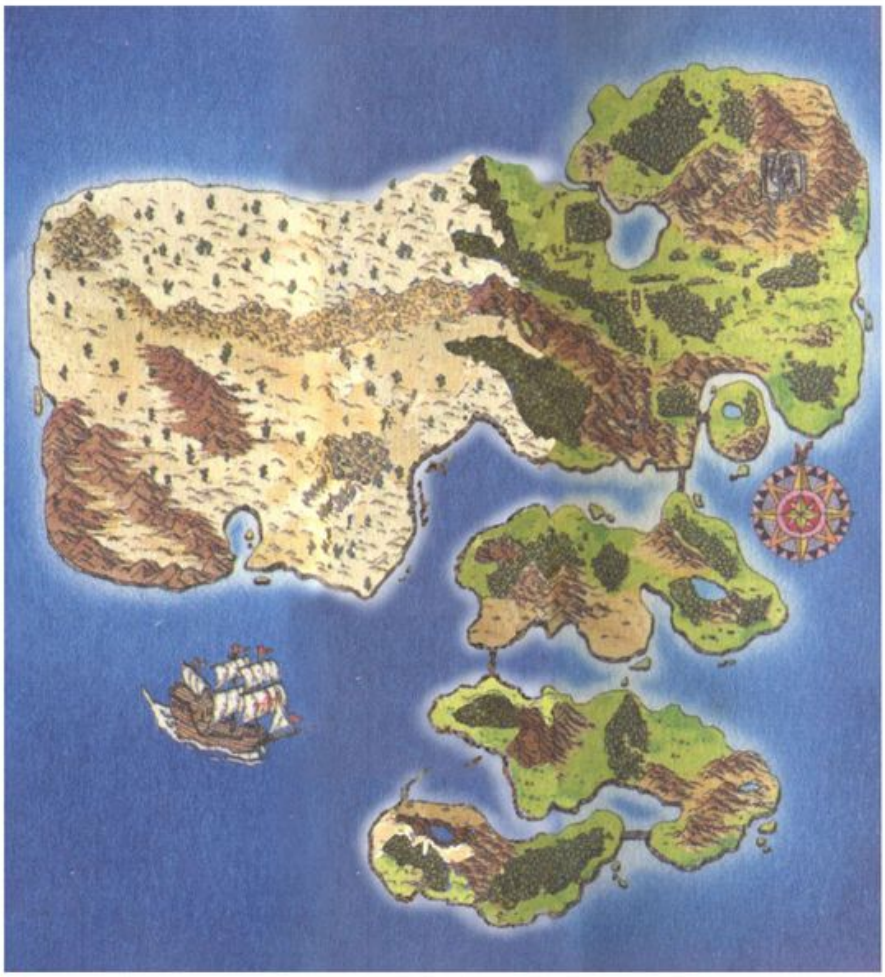
Talk

When your enemy can be dealt with by talking, hints or other signs will appear.
If talking is not an option, the fight will immediately start.

Run

If you choose to run, your party will go one step backwards to flee from the enemy.
If there's a wall or any obstacle behind you, you cannot run. Also, there will be times when you're unable to run. If that's the case, the fight will start immediately.

The world of Aspic



Your adventure is split into four different worlds. It seems like you'll experiences different types!

Hito (Human World)

In Hito, there's Okalf Castle where the king awaits the return of the princess.

Also, there are shrines with mysterious priests inside. It's said that Hito has dark caves in which you'll never escape from if you go inside.

Umi (Sea World)

This is an island surrounded by the sea. Three towers reside in this area. Rumor has it that there's a concealed item that's necessary to enter Suna.

Suna (Sand World)

It's an incredibly hot dessert. Rumors are abound that no human being could ever live there. Three towers are also in this area. Something must be hidden inside, right?

Makai (Demon World)

It's surrounded by craggy mountains. According to rumors, no one has ever entered this area. Also, this is where a tower in which Aspic the Snakelord dwells.

Fountain

You can recover HP from these springs. Any party member can benefit from it as long they have some MP.

Shrines

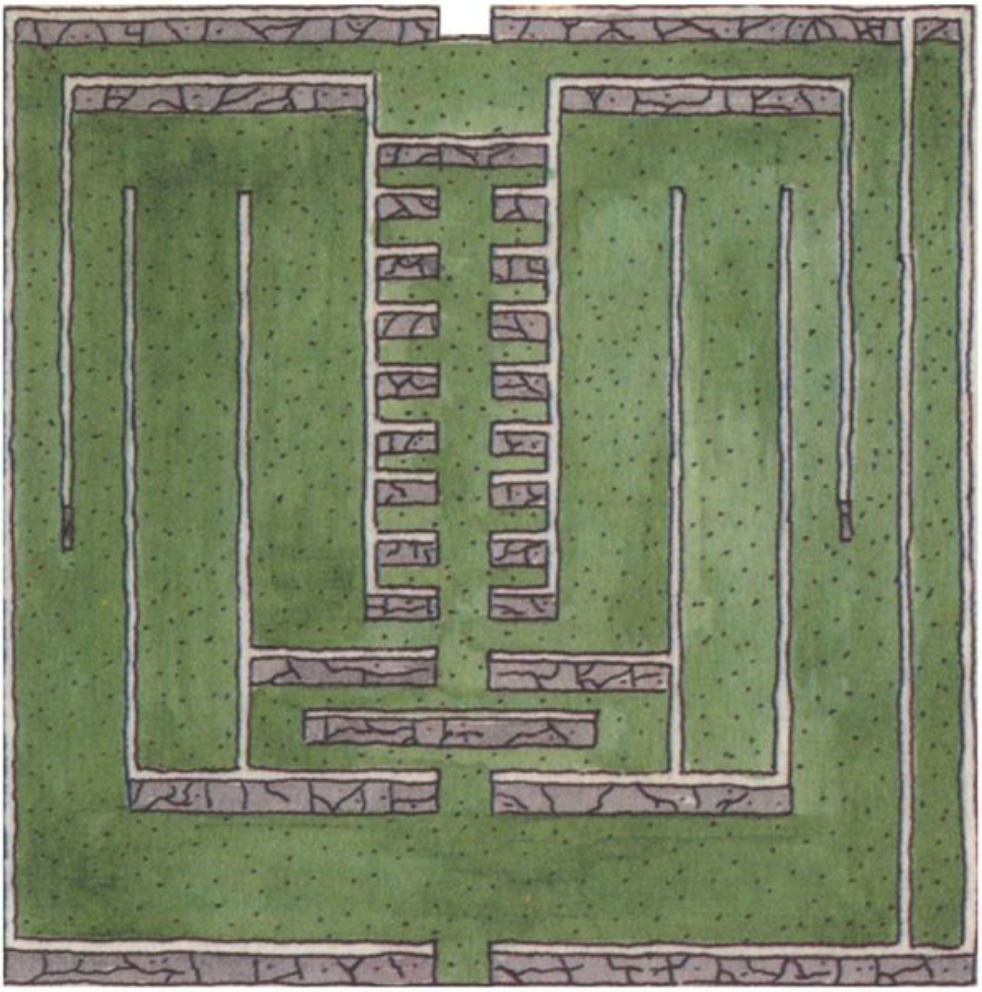
Four priests are inside. One will give advice, one can ressurect dead allies, one can increase you maximum magic, and one can increase your maximum health. These priest can perform these tasks in exchange for gold.

Warps

It's said that these can link Hito to other worlds. However, once you've entered Makai, you can only use it for traveling between Hito and Makai.

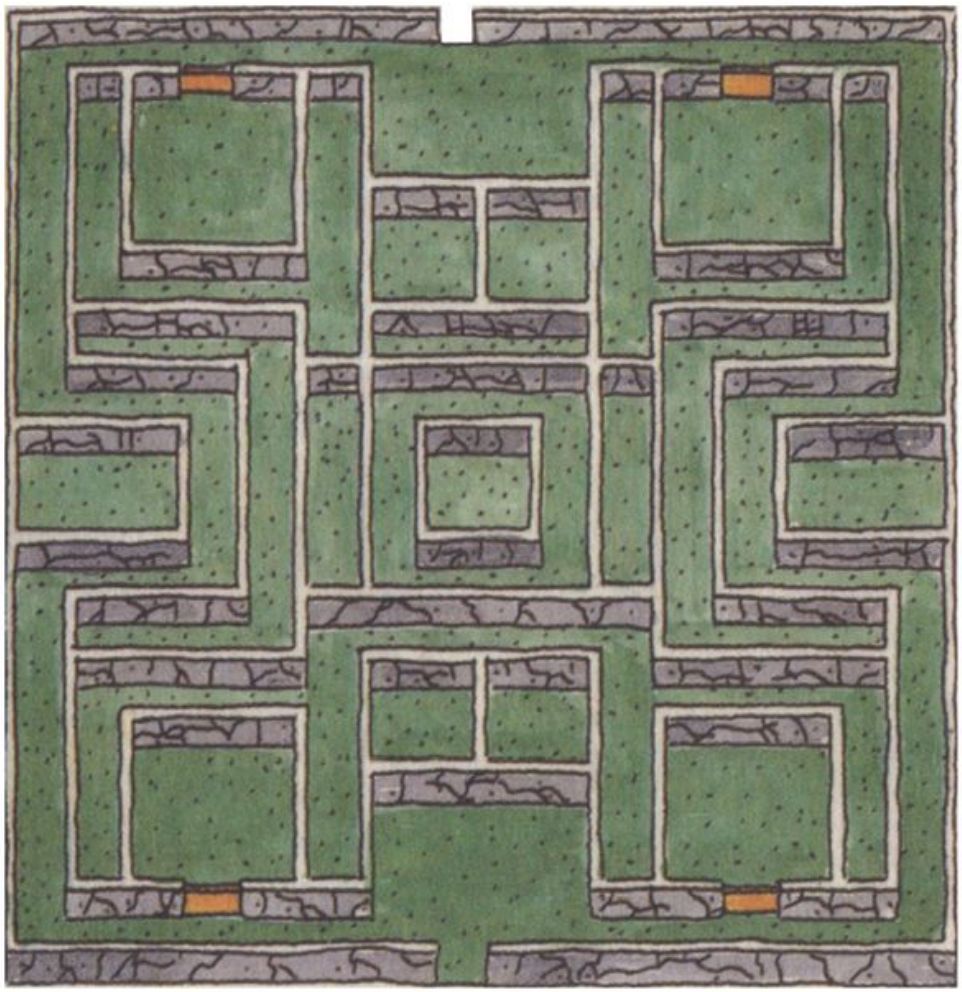
Okalf Castle

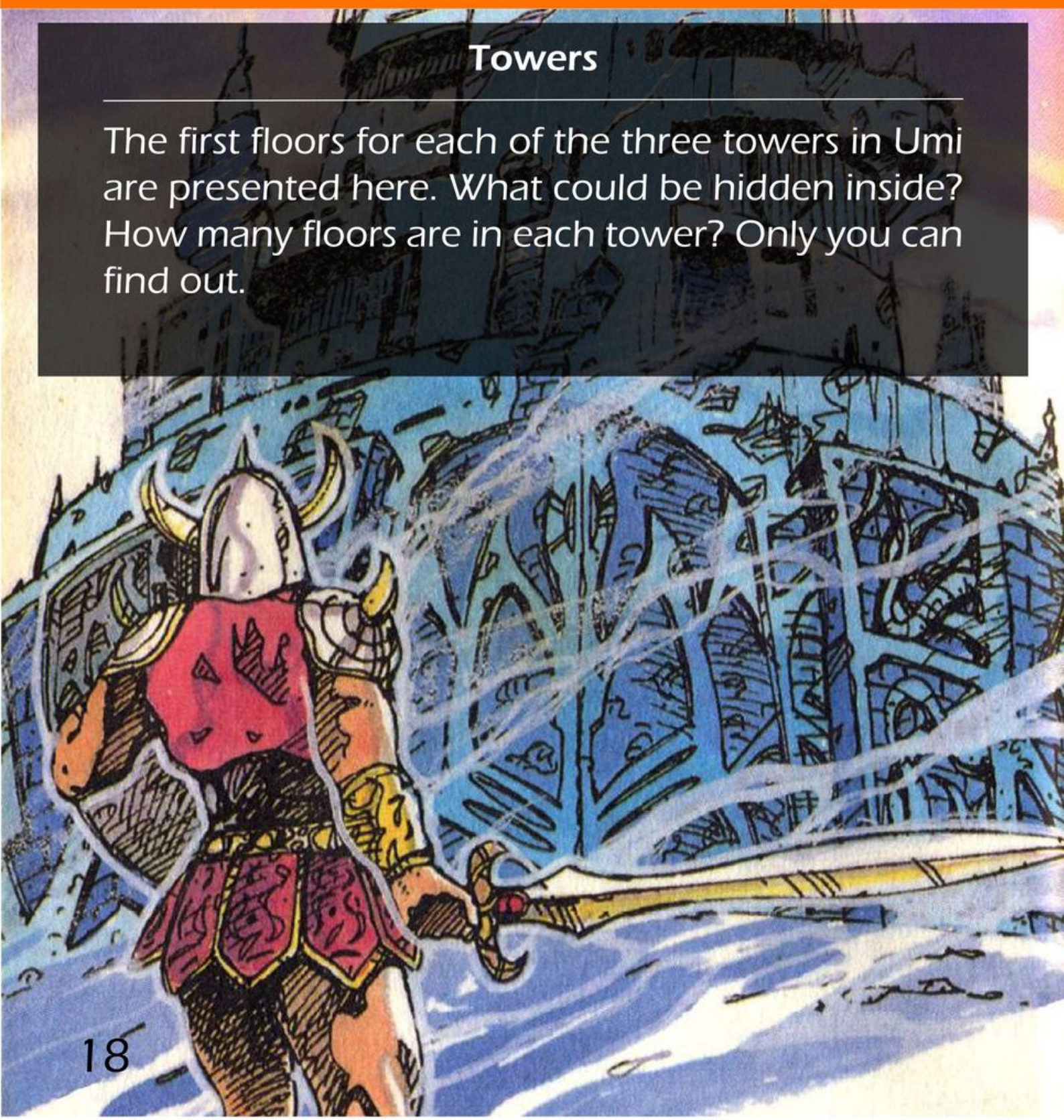
In this game, every building is a 3-D dungeon. Of course, Okalf Castle isn't an exception. To speak to the king, you must solve this maze.



Shrines

Shrines have mysterious priests living inside them. These are also mazes, and four priests are inside to help you.

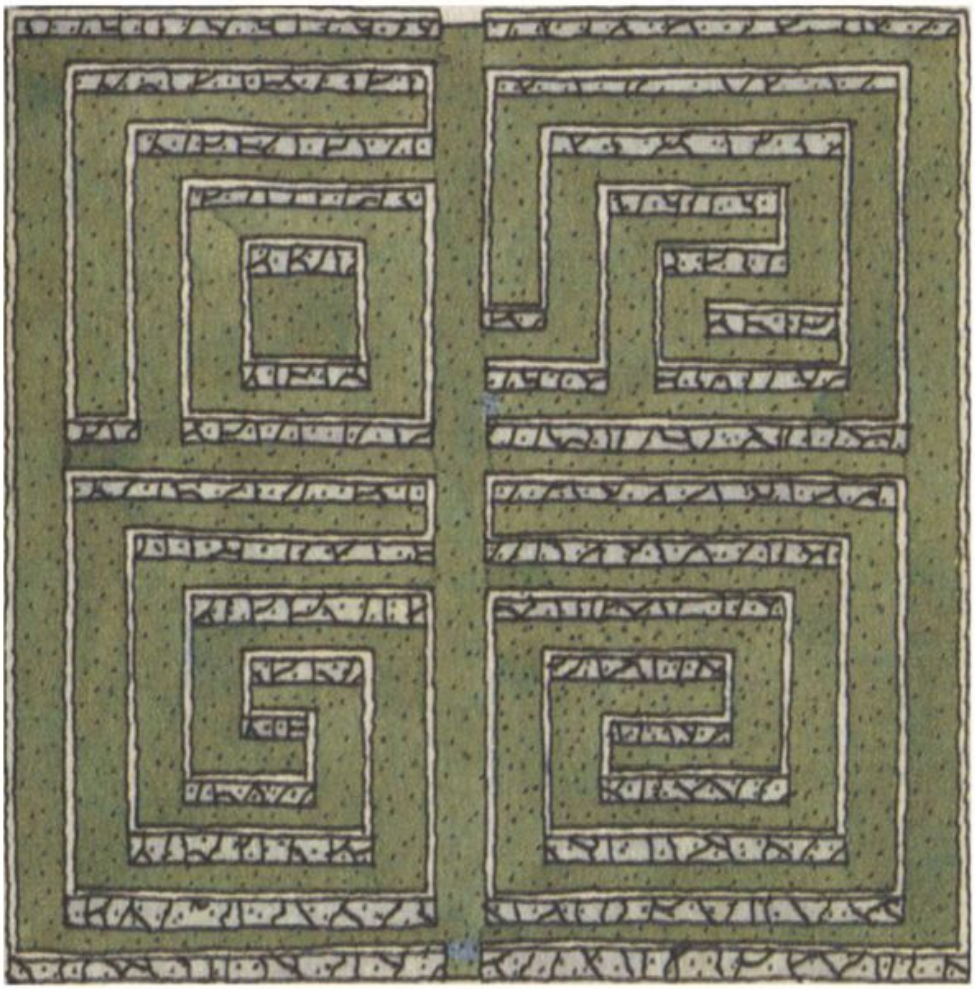




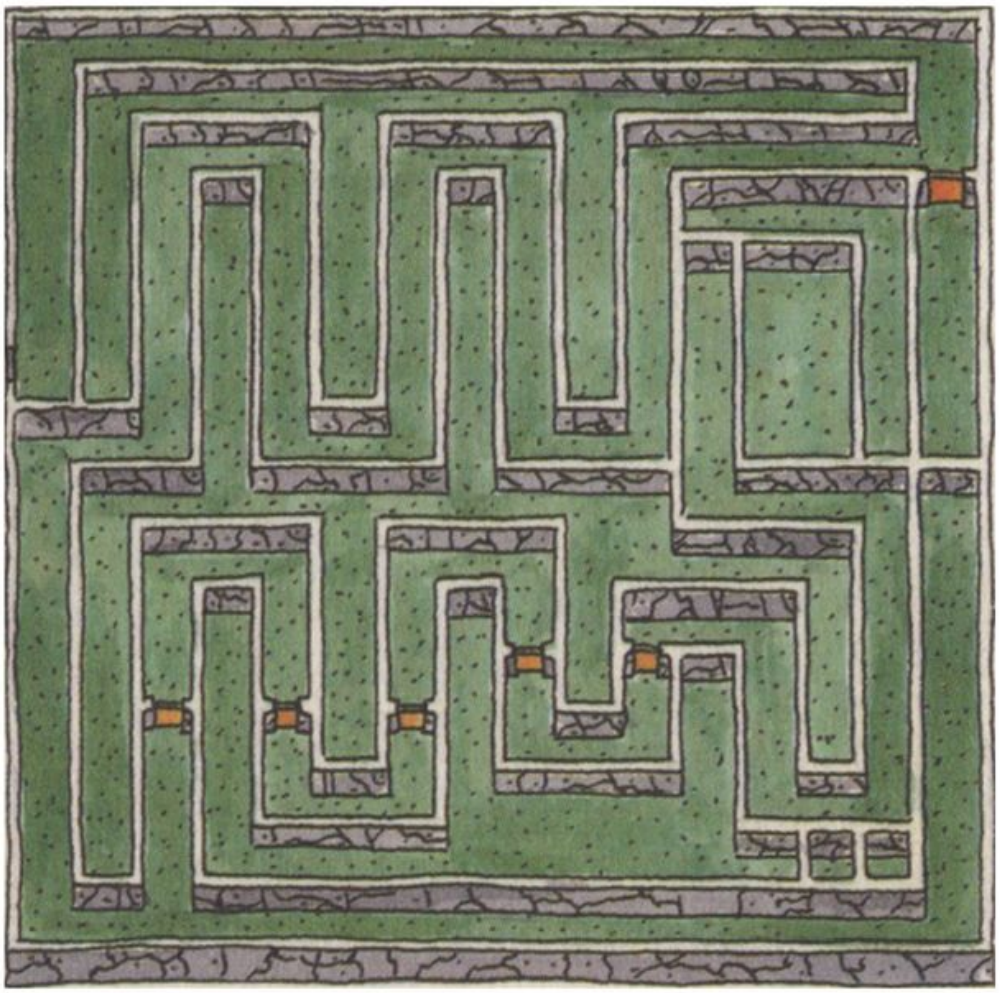
Towers

The first floors for each of the three towers in Umi are presented here. What could be hidden inside? How many floors are in each tower? Only you can find out.

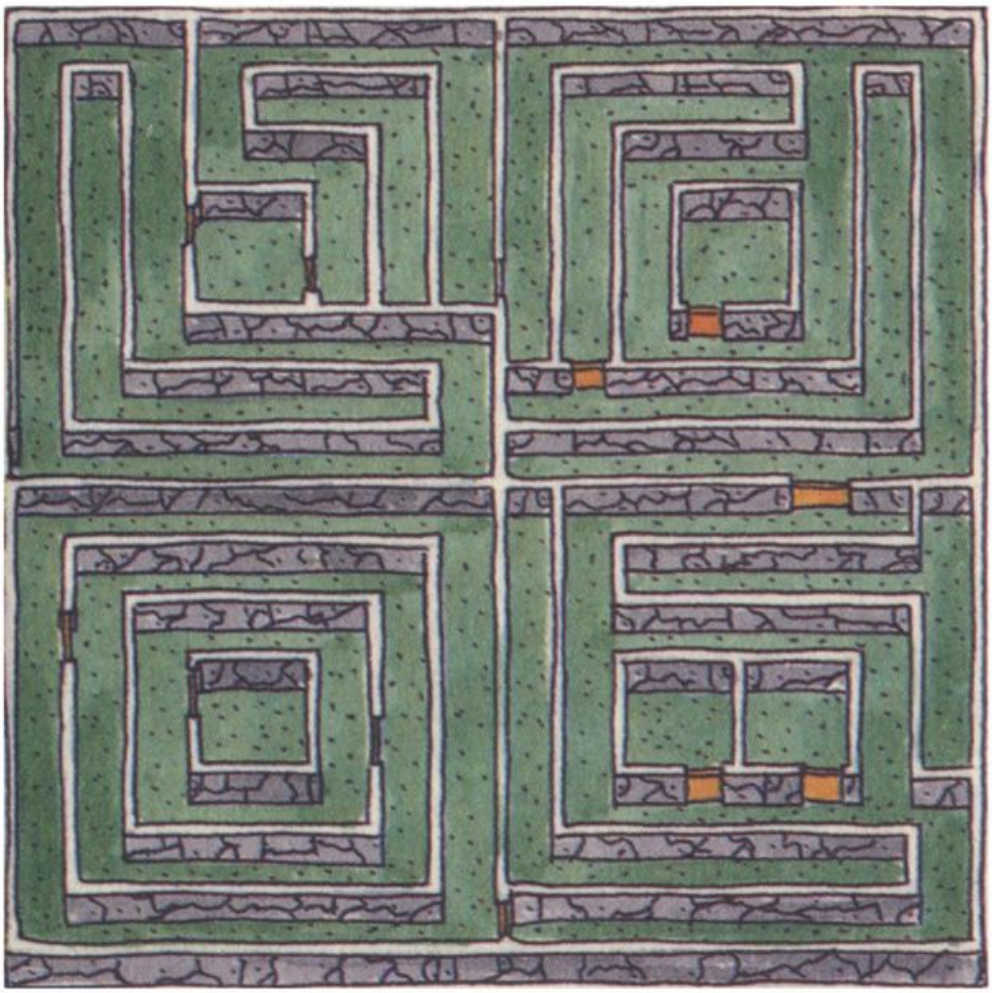
Maya Tower



Emis Tower

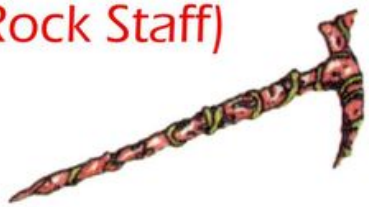


Utoka Tower



Items

While progressing in the game, you'll encounter some key items presented here. Using any items require MP. If Samson has no MP, you cannot use them.

■ Cane (Rock Staff)

If you have this, you can climb over rocks.

■ Spout (Whale Spout)

You won't be able to walk around Suna with this item.
If you have the Spout, Samson's HP won't decrease as you walk through the desert.

■ Map (Miracle Map)

This item helps you search for things in towers.
When using it, you'll see where you are inside towers.

■ G.Viper
(Gold Viper)

You can recover your team member's HP with this item.

■Keys

There's a copper key, a silver key, and agold key. Use these to open locked doors.

■Owl Eye
(Owl'sEye)

Use this to see in caves and other dark places.

■Skaters
(Water Skates)

Use this item to walk freely over water.

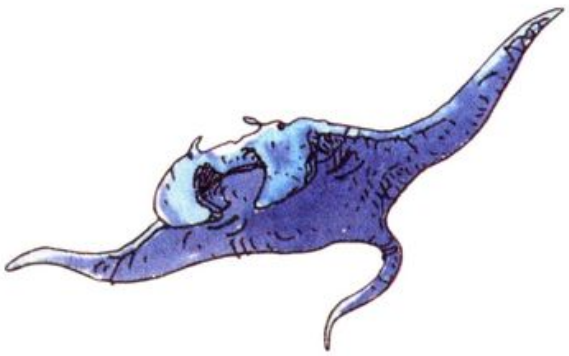
■Climbers
(Climbing Boots)

Use this item inside towers. You can climb up or down freely through holes in the floor.

■Runners
(Swift Boots)

When encountering monsters in a tower, you have the option to run away. Make certain you don't have a wall behind you.

Manta (Flying Manta)



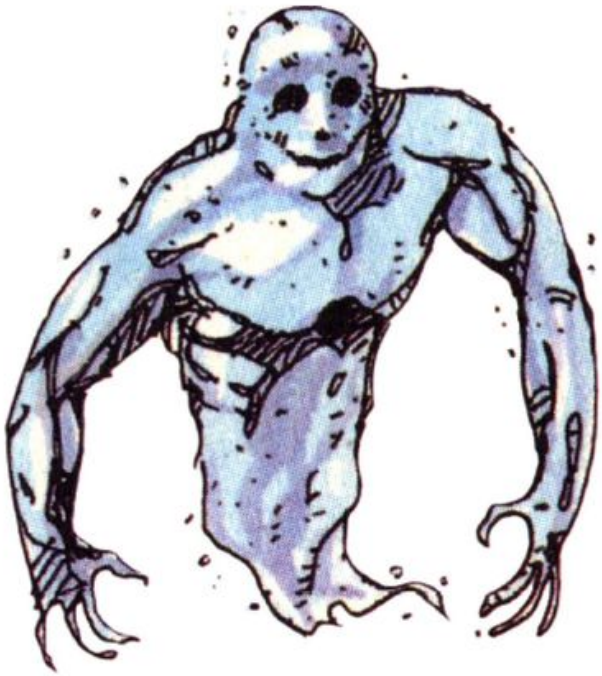
These are monstrously large and strong rays. You must be very careful as they have sharp pincers like the Scorpid. They attack while flying to you.

Harpy

They're monstrously strong birds who attack with their wings. They can attack by surprise while flying.

Shadow

Monsters with an indeterminate umbra, they can quickly disappear and reappear in different locations. Magic users are scared of them as they can use magical attacks.



Viper

They are monstrously large and strong snakes, incredibly fast and can jump. Magical attacks are ineffective on these creatures.

Gorgon

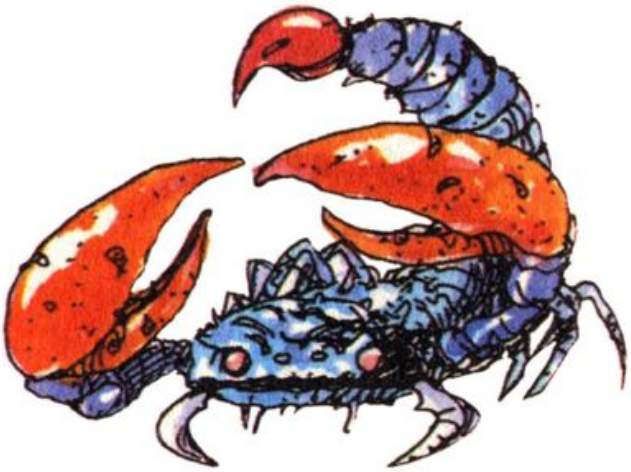
Gorgons are monsters with mostly serpentine bodies that roam inside towers. Since these monsters can burn with fire when attacking, it's best to keep a safe distance from them.

Centipod (Big Centipede)

Those who underestimate these colossal creatures will pay for it with their lives.

Whisp

Desert-dwelling creatures that resemble fireballs, these monsters can jump and attack with fire, even while in the air.



Scorpid (Big Scorpion)

Gigantic scorpions with large pincers, these monsters roam the desert and attack by surprise when getting too close.

Slime (Mouth Slime)

These strong and scary monsters have a large mouth shape and live in the desert.

Ghost

These are tower-dwelling specters from the distant past. These monsters will roam as they go after lost souls that wander inside towers.

Gargoyle

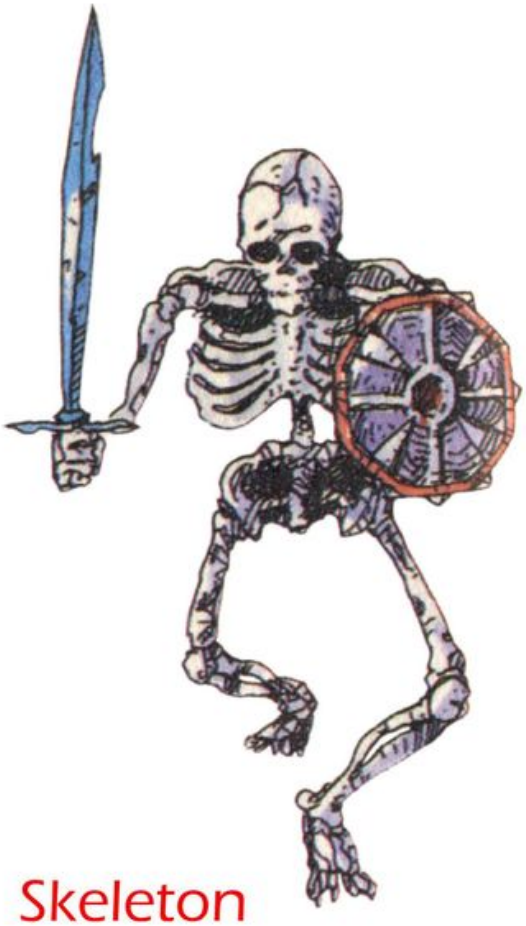
A devil's winged familiars, these monsters can clearly jump and attack while in the air. Be cautious as their specialty are magical attacks.

Zombie

These are warriors who died and brought back to life. They move clumsily but have an extremely powerful attack.

Cerberus

They guard the entrance to Makai. Not only do they attack with burning flames, they are adept at very powerful magic.

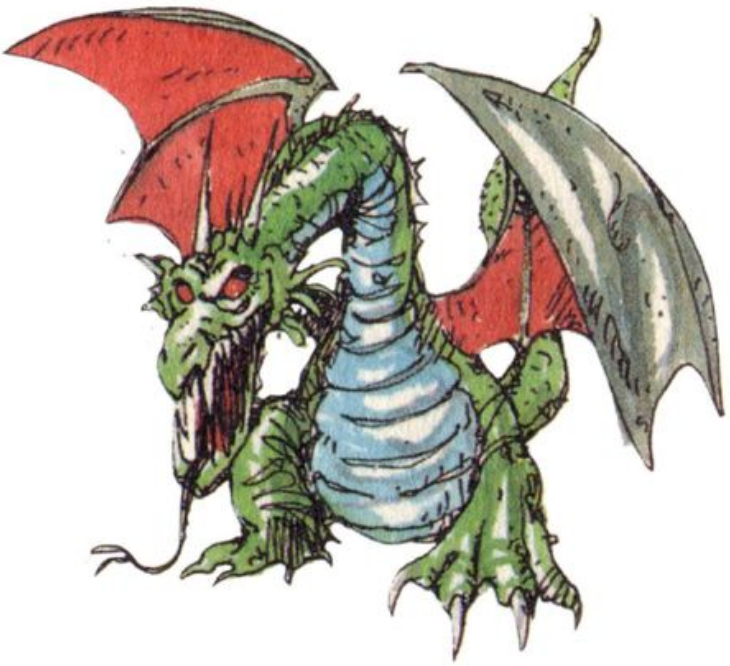


Skeleton

They were warriors in their past lives. These monsters excel in their strength.

Minotaur

Giants with horns on their heads, their strength are frightening. Furthermore, they're very fast and can jump.



Dragon

They're huge beasts that protect Makai's towers. Not only do these monsters breathe fire, they have a surprisingly high jumping power.

Let´s go, start the adventure!

■Let's find allies!

At the beginning of the game, the first thing you should do is walk around Hito and find warriors (Warr). If you encounter one, you can talk to them. After recruiting two human allies, it's time to go to Umi.

■Umi (Sea World)

Enemies will stand in your way as you enter Umi. It's okay to fight them, but you must consider your status. There will be times when it's better to run. Again, the character who kills them will earn more experience than other party members.

■Look for items!

In Umi's towers, you'll find many hidden items, but you must find the Spout. Without it, you cannot walk freely in Suna.

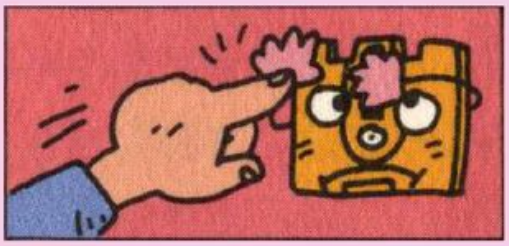
■Use your memory save effectively!

Using "Memory" in Command Mode will save your current status temporarily. Since it takes no time, use it diligently. If Samson dies, you can restart at that point. However, if you cut the battery power or press the reset button, it will be erased. For those times, it's better to select "Save".

Disk Management Precautions

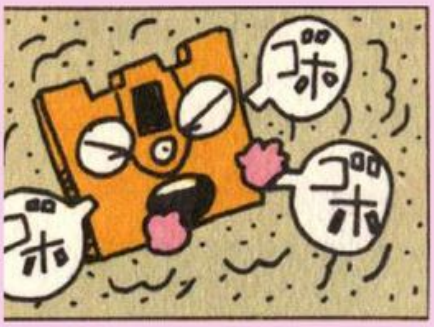
When the red light is on, don't press Eject, Reset or remove the batteries. It could break the Disk System or the Disc Card.

- Do not touch the Disk Card if you see a green reflecting in it. Again, be careful so it doesn't get dirty or damaged.



- The disk is very sensitive to humidity and heat. Store it in a well-ventilated area, away from direct sunlight.

· Disk Cards are more delicate than cartridges. Take precautions to avoid scratches.



●Dust is the Disk's greatest enemy. Always keep them clean.

●If you place magnets near the disk, your precious game could be lost. Again, be careful to not put them close to TVs or radios.

●Don't step on them or anything like that. Always store them in their cases.

When your Disk System isn't working normally...

When your Disk System stops working normally, an error message will appear to show the abnormality. Check the table below to see what the error messages.

Error Message	Details and How to Manage
DISK SET ERR.01	The Disk Card is not loaded properly. Remove the card and reinsert it.
BATTERY ERR.02	The Disk Drive's voltage is too low. Replace the batteries with new ones.
ERR.03	The tab on the Disk Card is broken. Use another card or use tape on the tab.
ERR.04	A Disk Card from a different manufacturer is set. Check the card again.
ERR.05	A Disk Card with a different game name is set. Check the game name on the card again.
ERR.06	A different version of the Disk Card is set. Check the card again.
A.B SIDE ERR.07	The front and back of the Disk Card are set upside-down. Set the card again.
ERR.08	The Disk Cards are set in a different order. Check the order in which the
ERR.20~	Please consult the store or seller where you purchased the Disk Card.

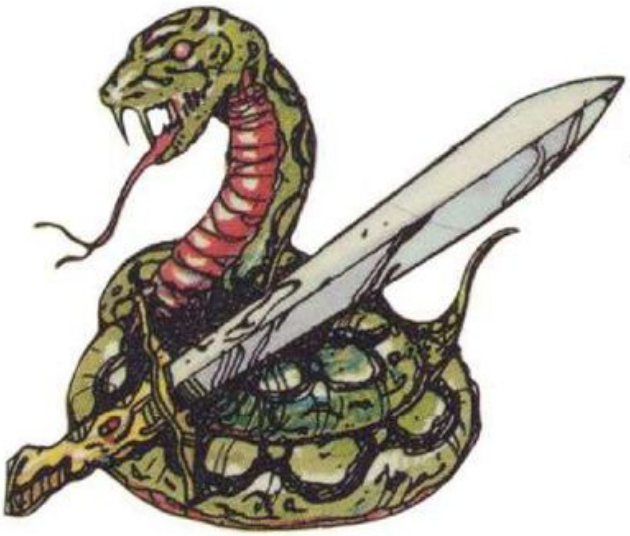
Credits

All credit to "Aspic: Mahebiou no Noroi" belong to Xtalsoft, Bolthec and their respective creators and programmers. This patch is mainly for pure entertainment for those who cannot enjoy the game. All rights reserved. (Xtalsoft and Bolthec, please don't come after me!)

Special thanks:

FCE Ultra Team (Used their hex editor)
Mesen Team (Used their hex editor)
Windhex32 Team (Used the hex editor the most)
YY-Char Team (used this for editing graphics)
Bunkai (Translated the game's script files and instruction manual)
Ryu-Senpai (Translated the game's script files)
Pennywise (Helped me crack the game's pointer system)
abridgewater (Scanned the Japanese Aspic FDS instruction manual)
Infrrod (Cleaned and edited the game manual to display English text)
xttx (Beta Testing)

DISK SYSTEM BOTHTEC



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